

Group Member: (1) \_\_\_\_\_; (2) \_\_\_\_\_; (3) \_\_\_\_\_; (4) \_\_\_\_\_

Project Name: \_\_\_\_\_

### EVALUATION RUBRIC: INSTRUCTIONAL SEQUENCE

#	Task – Workshop or Unit Development OR Media/Technology Development	Meets or Exceeds Standards	Does not Meet Standards
1	<b>Workshop or Unit Development</b>  <b>Complete, teachable lesson plans for each day of the unit or workshop are presented and include ALL of the following:</b> <ol style="list-style-type: none"> <li>1. Lesson design properly uses and follows an appropriate design model <i>(5pts)</i></li> <li>2. Lesson includes all of the handouts/worksheets necessary for teaching the unit or presenting the workshop <i>(5pts)</i></li> <li>3. Lesson sequence clearly leads the learners to accomplishing the goals set out in the needs assessment <i>(5pts)</i></li> <li>4. Lesson sequence is logically ordered <i>(5pts)</i></li> <li>5. technology/media is appropriately included within the lesson sequence (either to present material or for student use). <i>(5pts)</i></li> </ol>		
2	<b>Media/Technology Development</b>  <b>I. Gagne’s Nine Events of Instruction or a similarly appropriate sequence are fully integrated into the instructional sequence. <i>(18pts total; 1pt for each essential element, 1 pt for a description of how each element is integrated into the sequence)</i></b> <ol style="list-style-type: none"> <li>1. Gain Attention</li> <li>2. Inform Learners of Objectives</li> <li>3. Stimulate recall of prior learning.</li> <li>4. Present the content.</li> <li>5. Provide “learning guidance”.</li> <li>6. Elicit performance (practice).</li> <li>7. Provide feedback.</li> <li>8. Assess performance.</li> <li>9. Enhance retention and “job” transfer.</li> </ol> <b>II. Rough draft or outline of the instructional media. <i>(7pts)</i></b>		
<b>TOTAL</b>			
<b>Comments:</b>			

5	<b>Description of Learning Environment (8pts)</b> 1. What are the characteristics of the teachers/trainers who will be using your instructional unit/materials? 2. Are there existing curricula into which their piece of instruction must fit? If so, what is the philosophy, strategy, or theory used in these materials? 3. What hardware is commonly available in the potential learning environment(s)? Are computer workstations available? If so, what kind, how many, and in what configurations and networks? What about slide or overhead projectors? What software and other materials are available? 4. What are the characteristics of the classes and facilities that will use the new instruction? 5. What are the characteristics of the school system in which the new instruction will take place? 6. What is the philosophy and what are the taboos of the larger community in which the organization or school system exists?		
6	<b>Description of Learners (4pts)</b> Identify the characteristics that will have an impact on the instructional or training of the learners.		
<b>TOTAL</b>			
<b>Comments:</b>			